Course Outline

COMP9323
e-Enterprise Projects
Teaching Period 2 2009

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Course Details

Course Code:	COMP9323
Course Title:	e-Enterprise Projects
Units of Credit:	6
Course WebSite:	http://www.cse.unsw.edu.au/~cs9323/
Handbook Entry:	http://www.handbook.unsw.edu.au/postgraduate/courses/2009/COMP9323.html

Course Aims

This course is the third installment of the three-part series of the services engineering stream. It aims at allowing students to pursue a group-based and practical project related to the topics covered in COMP9321 and COMP9322 in an identified area of interests such as e-research, e-learning, e-lifestyle, etc. There are no lectures but the groups will be supervised by a mentor throughout the project design/implementation. The project demonstration will be exhibited to all members of the class at the end of the session.

In this course, we will follow a product-based framework to the project-based learning. The main features of the course are:

- Group-based project related to Web and service-oriented systems
- Learning to develop complex systems through projects
- Projects may focus on an identified area of interests (e.g., e-research, e-learning, e-lifestyle portals)

Course Staff

Contact Details

Staff Name	Role	Email	Phone
Boualem Benatallah	Lecturer in charge	boualem at cse.unsw.edu.au	54767
Adnene Guabtni	Lecturer	aguabtni at cse.unsw.edu.au	56931

Consultations

Staff Name	Day/Time	Location

Assumed Knowledge

Pre-requisites of the Course are:

- Good knowledge of programming and basic knowledge of web technologies
- Good knowledge of design concepts and techniques such as UML class diagrams, ER diagrams, and service-oriented design

These are assumed to have been acquired in the courses COMP9321, COMP9321 and COMP9322

Student Learning Outcomes

After completing this course, students will:

- Learn the process of building a large enterprise system in collaboration with other project members
- Learn the process of developing software in culture of participation
- Learn the process of developing software using agile software engioneering methodologies
- Integrate a number of separate components to build an integrated system
- Develop appropriate testing strategy and methodologies for given projects
- Develop software documentation for various stakeholders

This course contributes to the development of the following graduate attributes:

Graduate Attribute	Where Acquired
the skills involved in scholarly enquiry	yes
an in-depth engagement with relevant disciplinary knowledge in its interdisciplinary context	yes
the capacity for analytical and critical thinking and for creative problem solving	yes
the ability to engage in independent and reflective learning	yes
the skills to locate, evaluate and use relevant information (Information Literacy)	yes
the capacity for enterprise, initiative and creativity	yes
an appreciation of and respect for, diversity	yes
a capacity to contribute to, and work within, the international community	yes
the skills required for collaborative and multidisciplinary work	yes
an appreciation of, and a responsiveness to, change	yes
a respect for ethical practice and social responsibility	yes

Course Schedule

There are no lectures for the course. However, the lecturers will hold a class meeting to first introduce the main components of the project and also some specific topics and then to mentor the project groups. This first class meeting will be annouced shortly.

Assessment

There will be no mid-term or final exam in this subject. There will be a large project which consists of the following phases:

- Phase one: Brainstorming - Week 3. Brainstorming process evaluated (10% of marking)
- Phase two: Requirement analysis & design - Week 4, 5 and 6. Requirement document (15% of marking) and design document (15% of marking) are due on week 6.
- Phase three: Implementation - Prototype version 1 - Week 7, 8, 9 and 10. A first prototype version is due on week 10. Feedback will be provided by the mentors. This evaluation does not have Impact on the marking of the project. Student's contribution to evaluate and comment on each others projects represents 5% of marking.
- Phase four: Implementation of final version, testing and documenting - Week 11 and 12. A final prototype version is due on week 12. The implementation represents 40% of marking. The user and technical documentation represents 10% of marking.

Finally, student's contribution to the course wiki sharing tools they use etc. represents 5% of marking.

Academic Honesty and Plagiarism

Plagiarism is defined as "using the words or ideas of others and presenting them as your own". UNSW and CSE treat plagiarism as academic misconduct, which means that it carries penalties as severe as being excluded from further study at UNSW. There are several on-line sources to help you understand what plagiarism is and how it is dealt with at UNSW:

- Learning Centre: Plagiarism and Academic Integrity
- MyUNSW: Plagiarism and Academic Misconduct
- CSE: Addendum to UNSW Plagiarism Guidelines
- CSE: Yellow Form (whose terms you have agreed to)

Make sure that you read and understand these. Ignorance is not accepted as an excuse for plagiarism.